

FIG. 1

FIG. 2 (a)

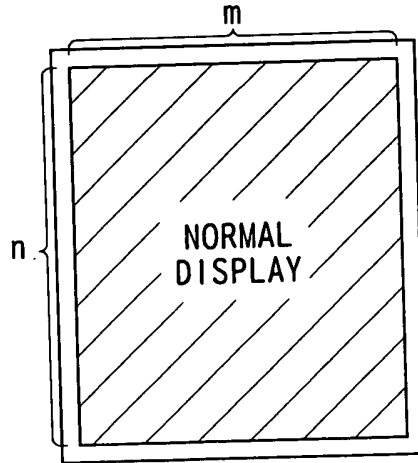


FIG. 2 (b)

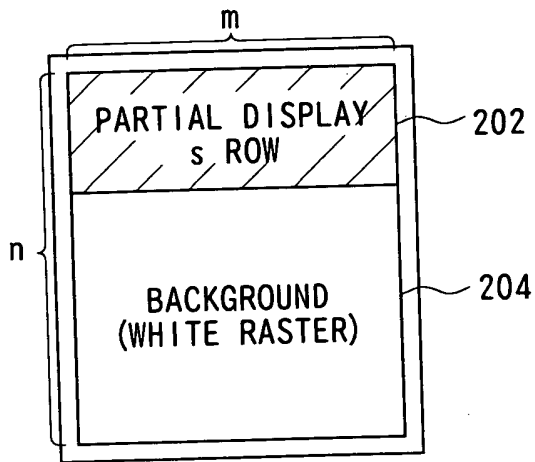
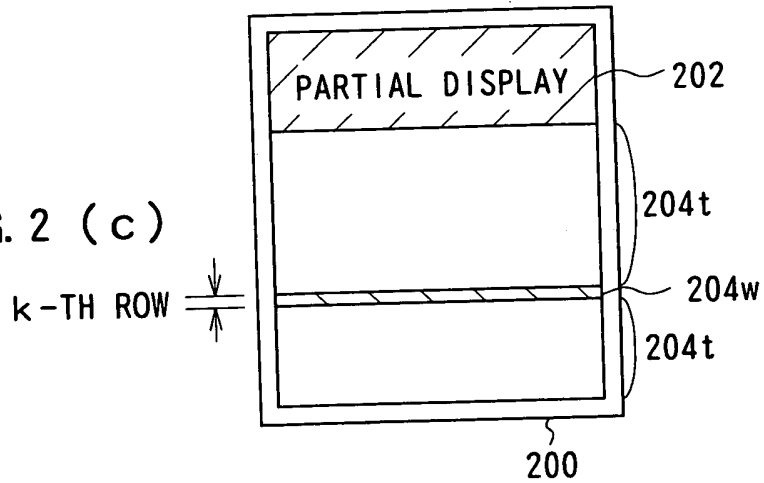


FIG. 2 (c)



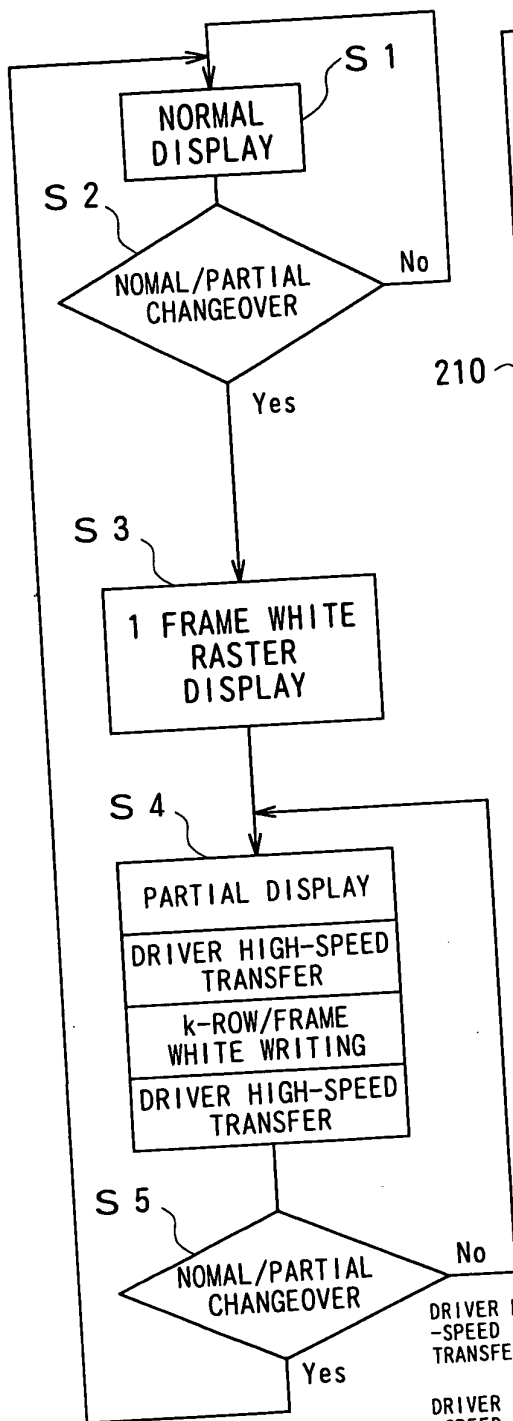


FIG. 3(d)

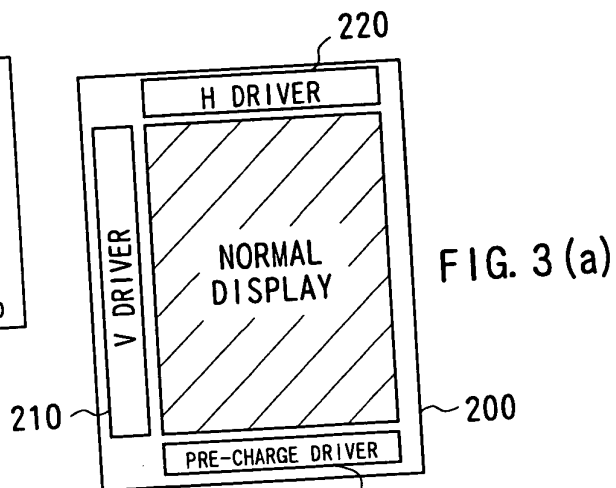


FIG. 3(a)

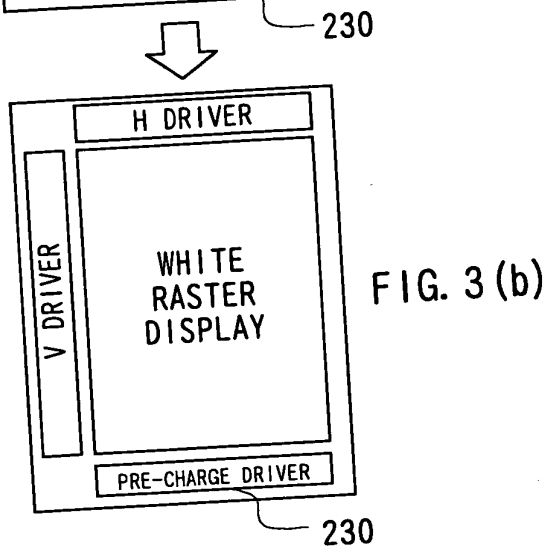


FIG. 3(b)

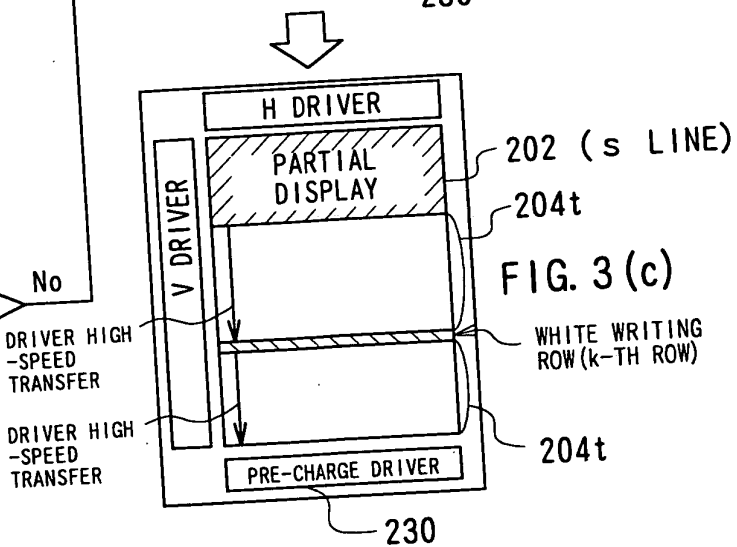


FIG. 3(c)

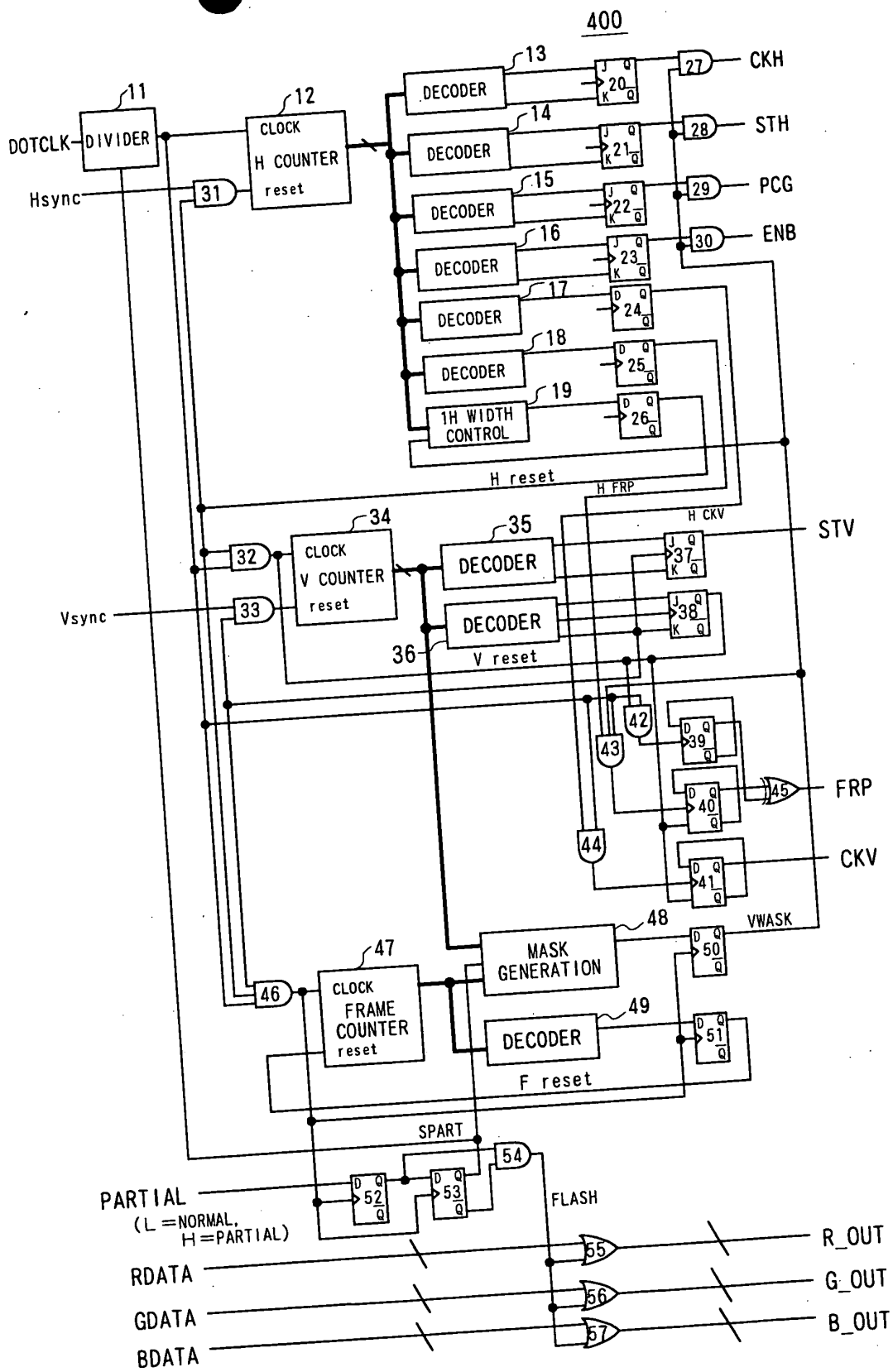


FIG. 4



# 11: FREQUENCY DIVIDER (DIVIDE-BY-FOUR CIRCUIT)

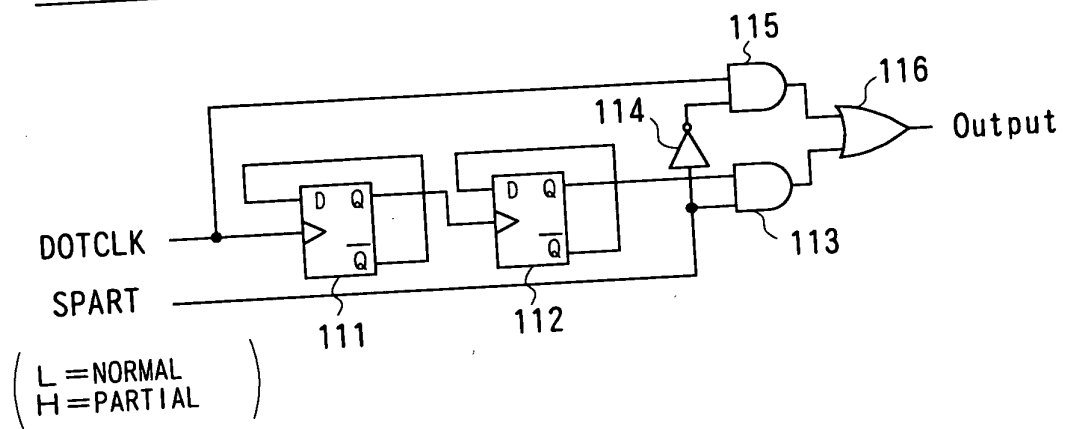
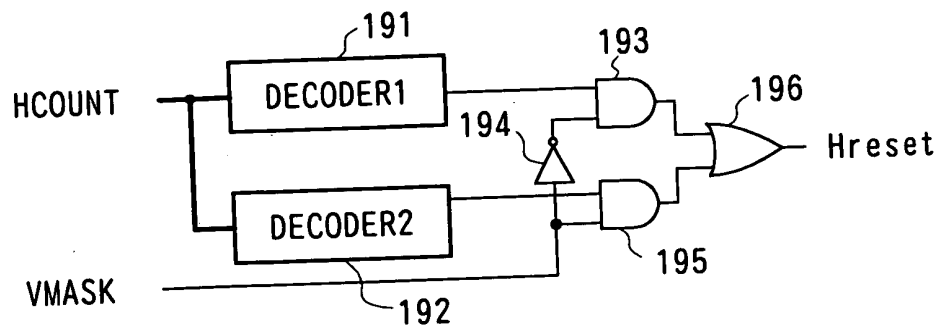


FIG. 6

# 19:1H WIDTH CONTROL CIRCUIT



DECODER1 : if (COUNT=10)	→H
else	→L
DECODER2 : if (COUNT=120)	→H
else	→L

**FIG. 7**

# 48: MASK GENERATOR

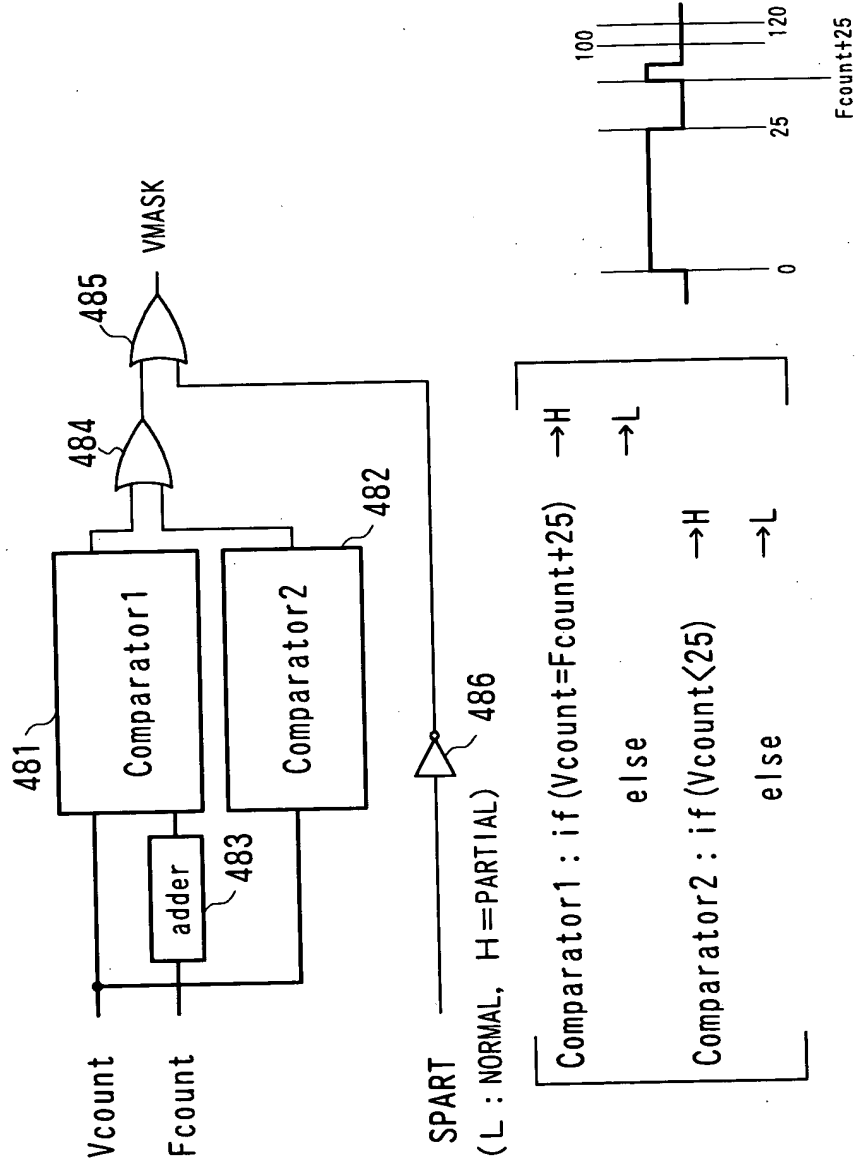
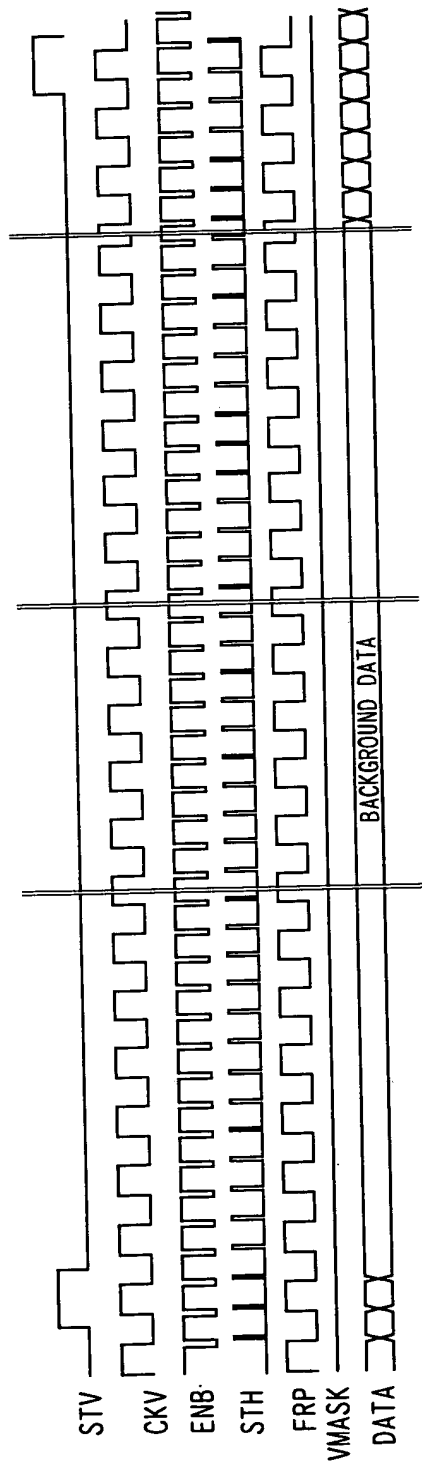


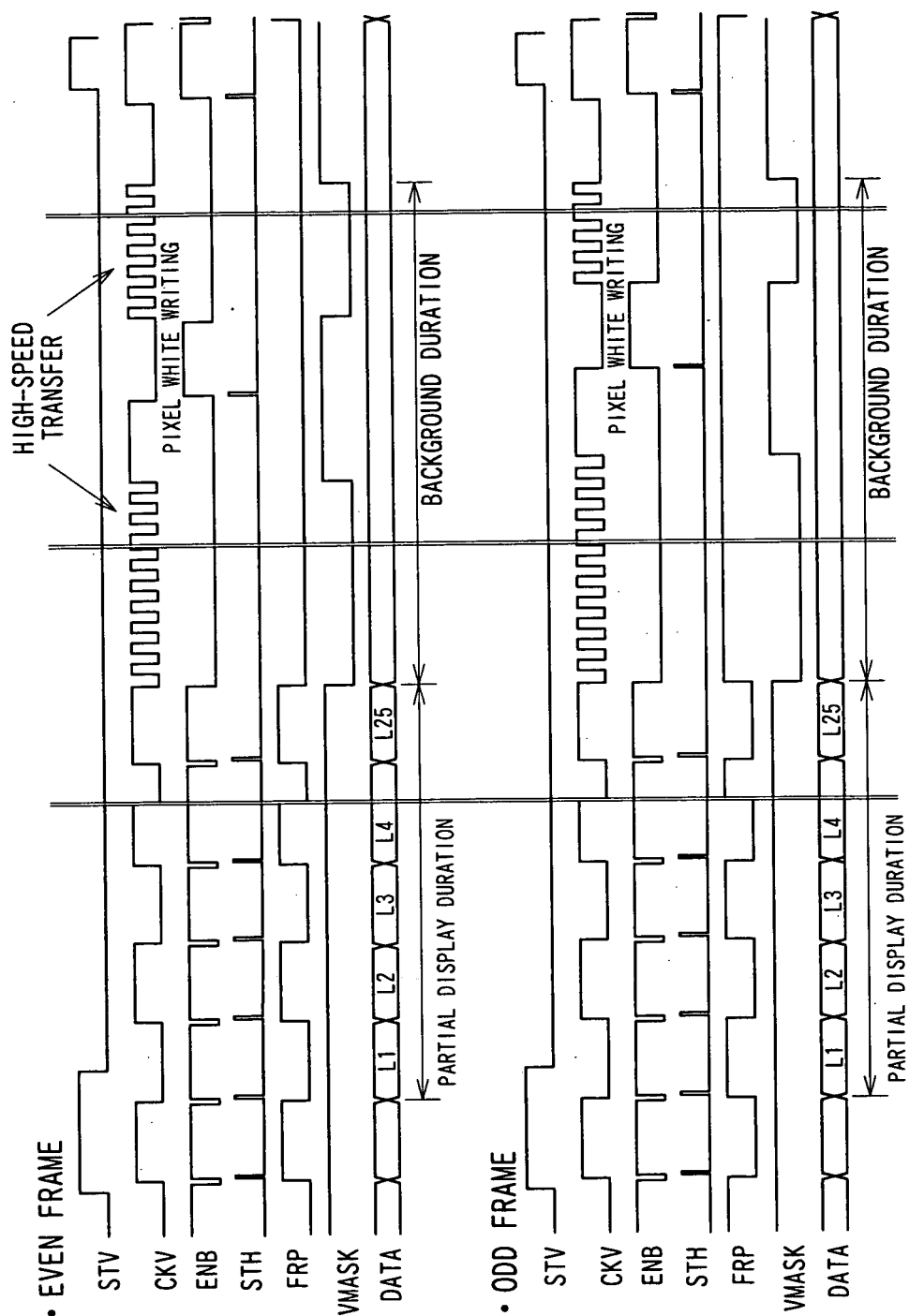
FIG. 8





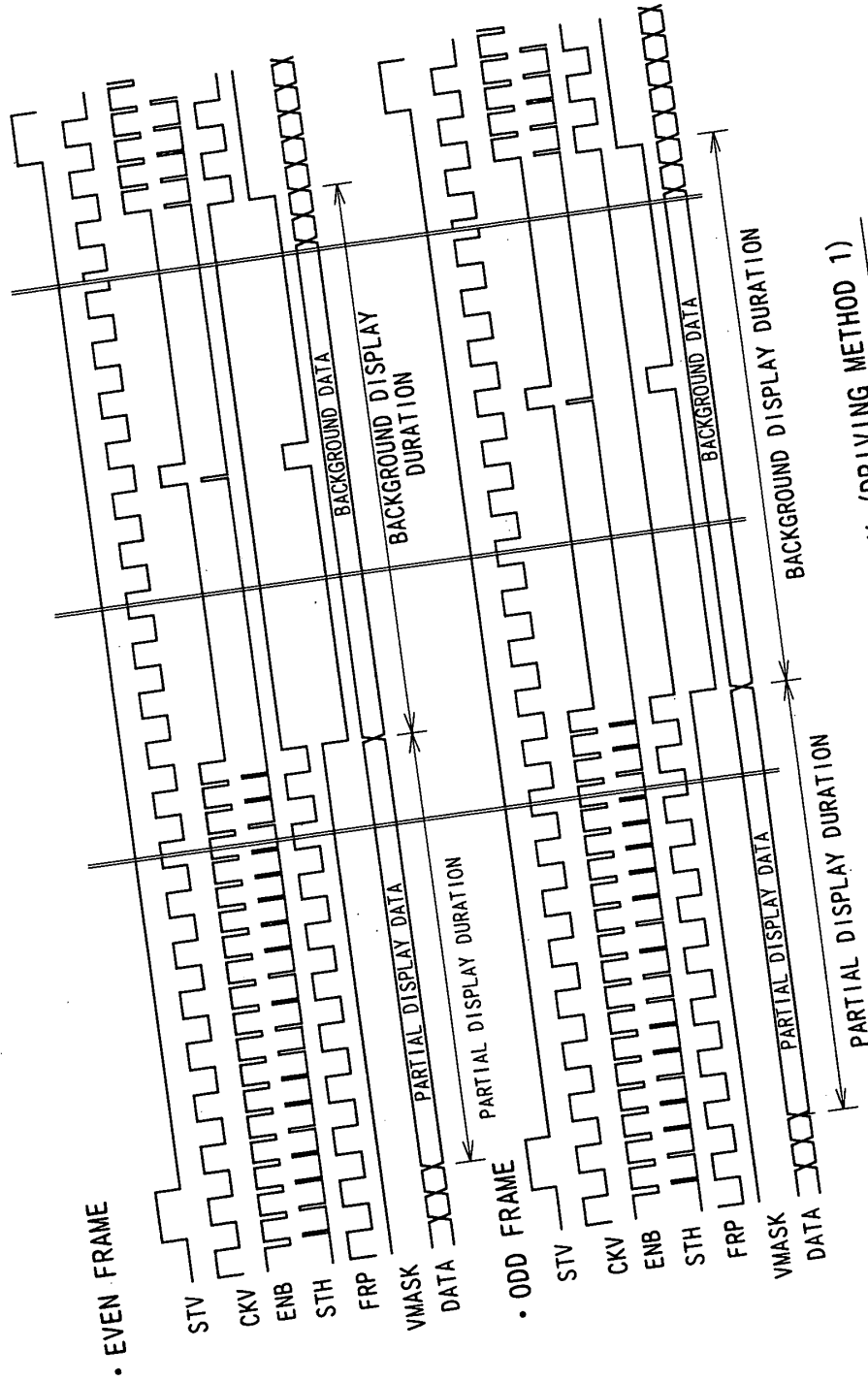
TIMING CHART IN BACKGROUND DISPLAY

FIG. 10



TIMING CHART IN PARTIAL DISPLAY (DRIVING METHODS 1 AND 4)

FIG. 11



TIMING CHART IN PARTIAL DISPLAY (DRIVING METHOD 1)

FIG. 12

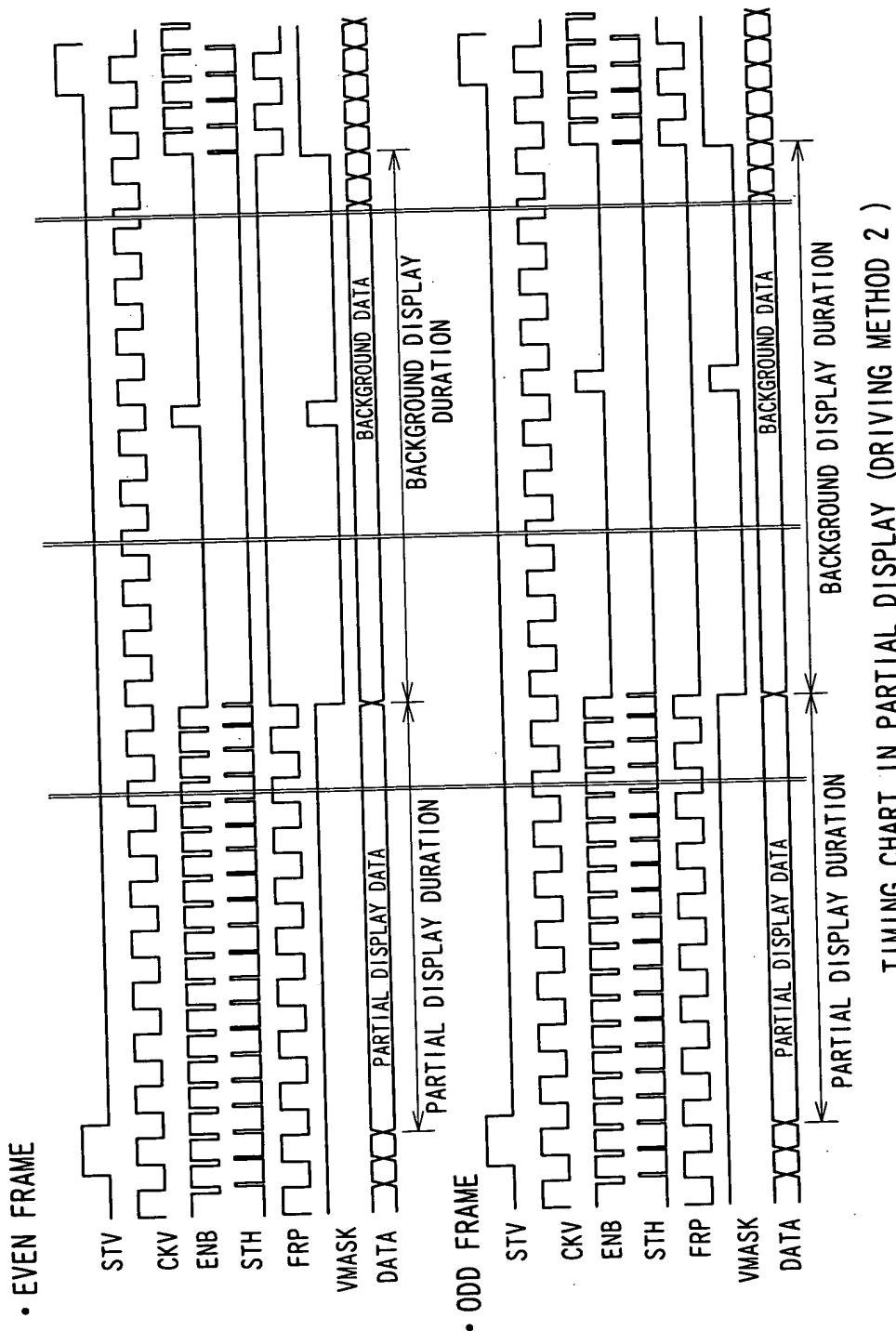
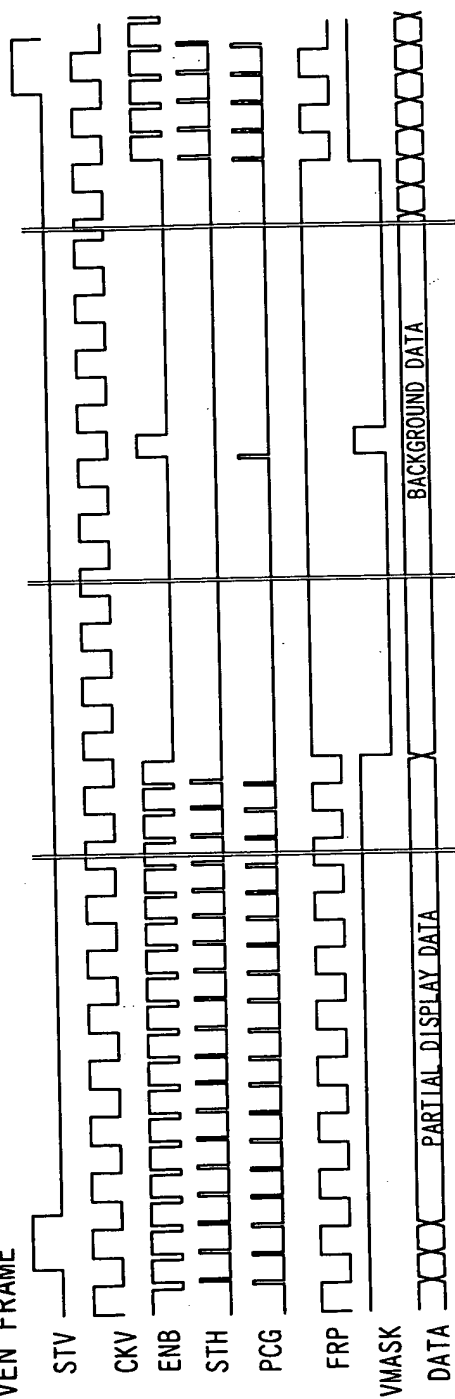


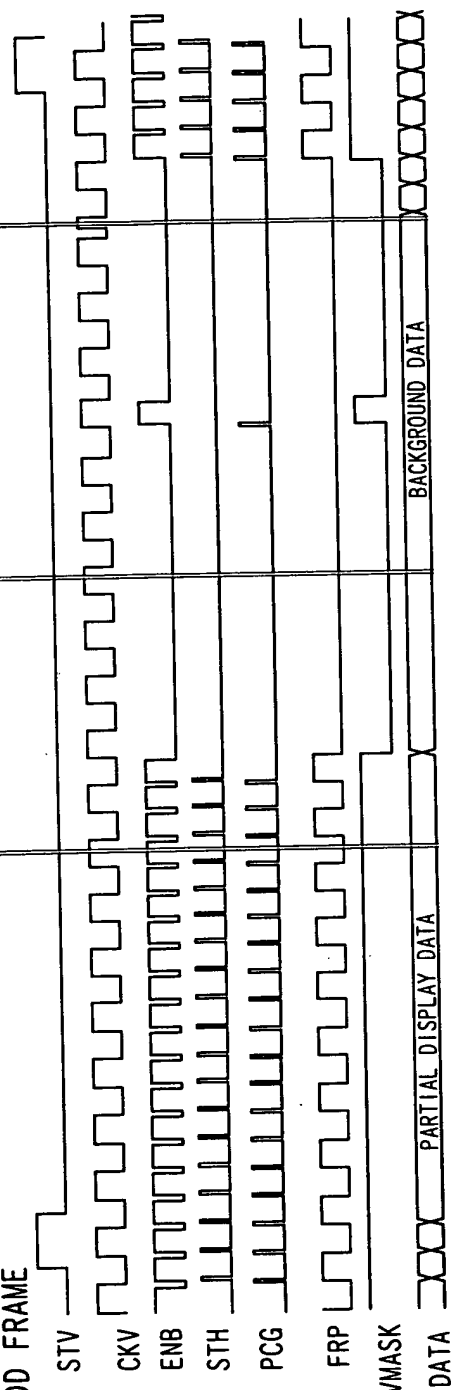
FIG. 13



- EVEN FRAME



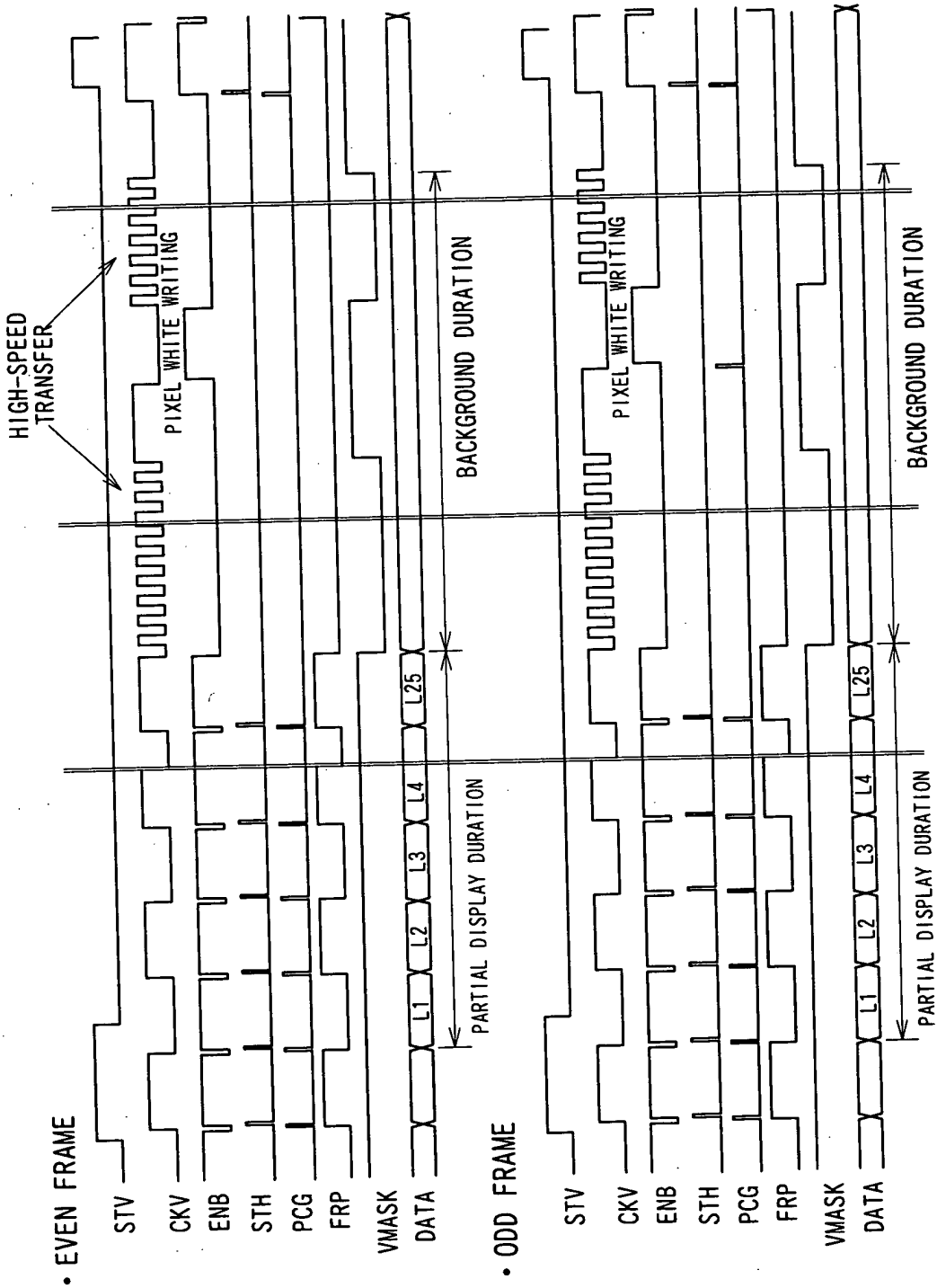
• ODD FRAME



### TIMING CHART IN PARTIAL DISPLAY (DRIVING METHOD 3 )

**FIG. 15**





TIMING CHART IN PARTIAL DISPLAY (DRIVING METHODS 3 AND 4)

FIG. 18

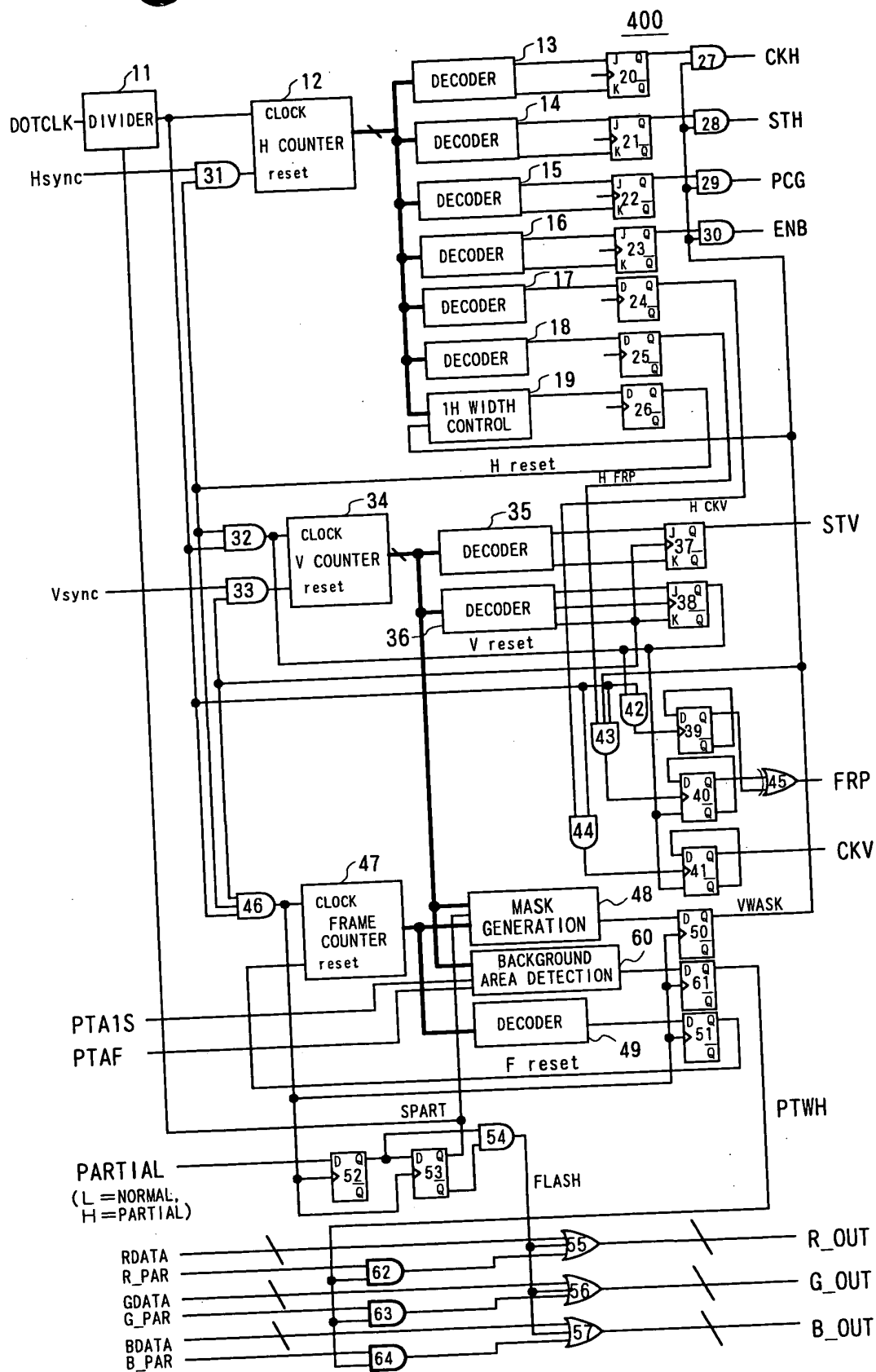
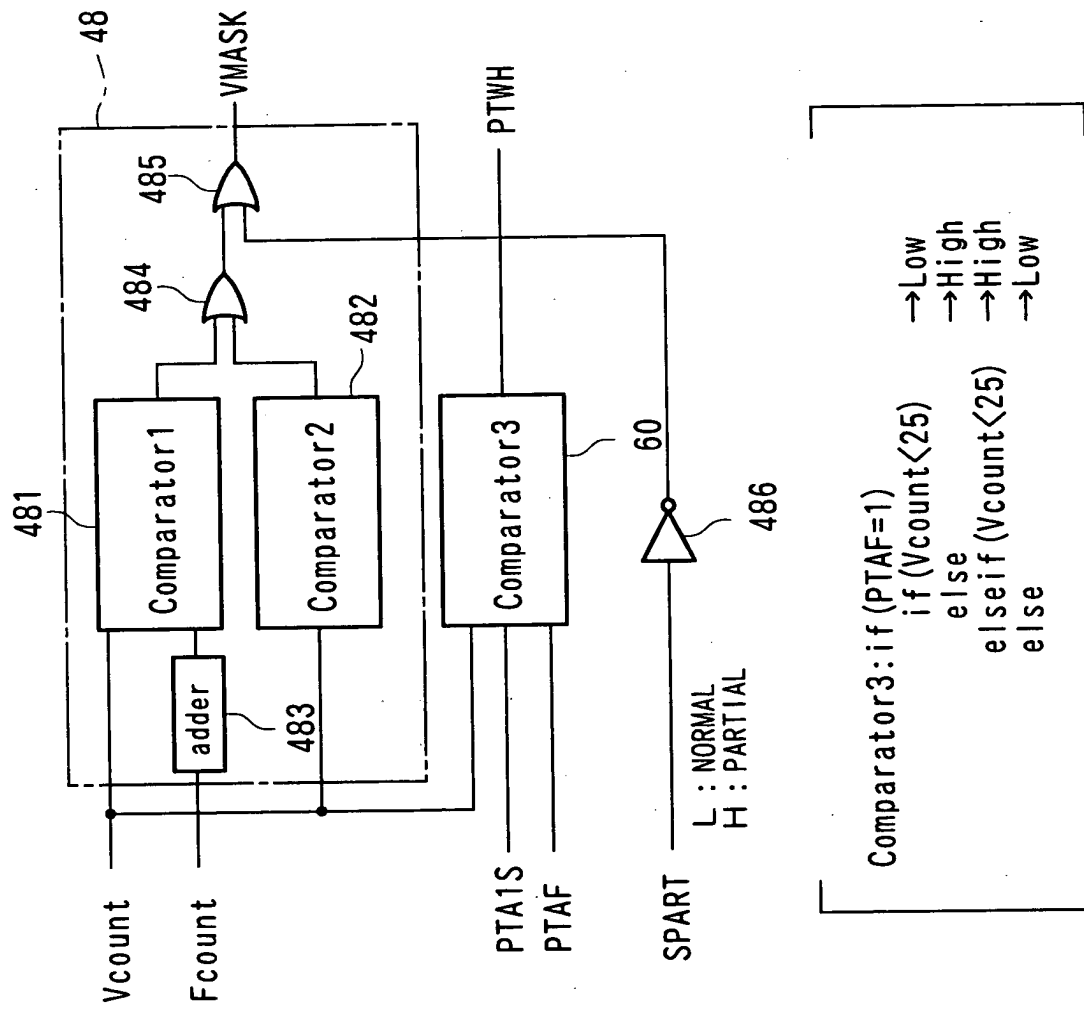


FIG. 19



Comparator3: if (PTAF=1)  
 if (Vcount<25) → Low  
 else → High  
 elseif (Vcount<25) → High  
 else → Low

FIG. 20

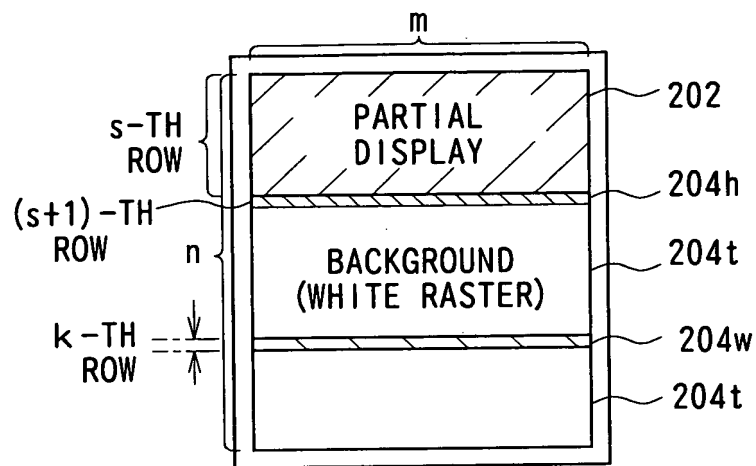


FIG. 21

```
Comparator3: if (PTAF=1)
               if (Vcount<25+1) →Low
               else                →High
            elseif (Vcount<25)    →High
            else                  →Low
```

FIG. 22

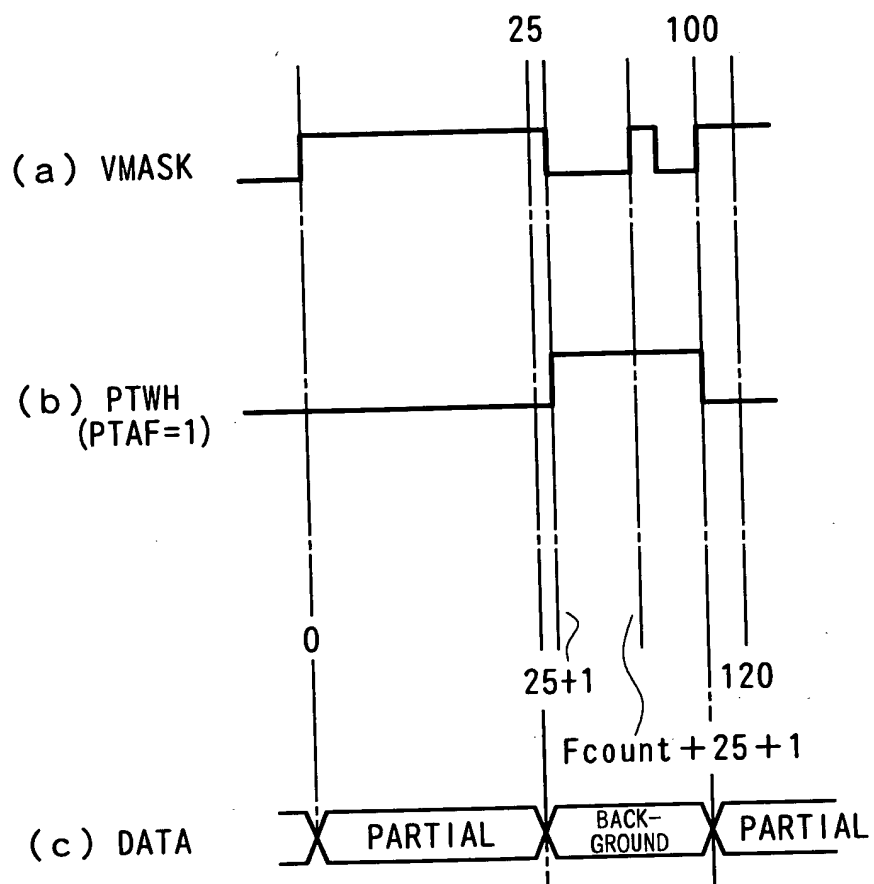
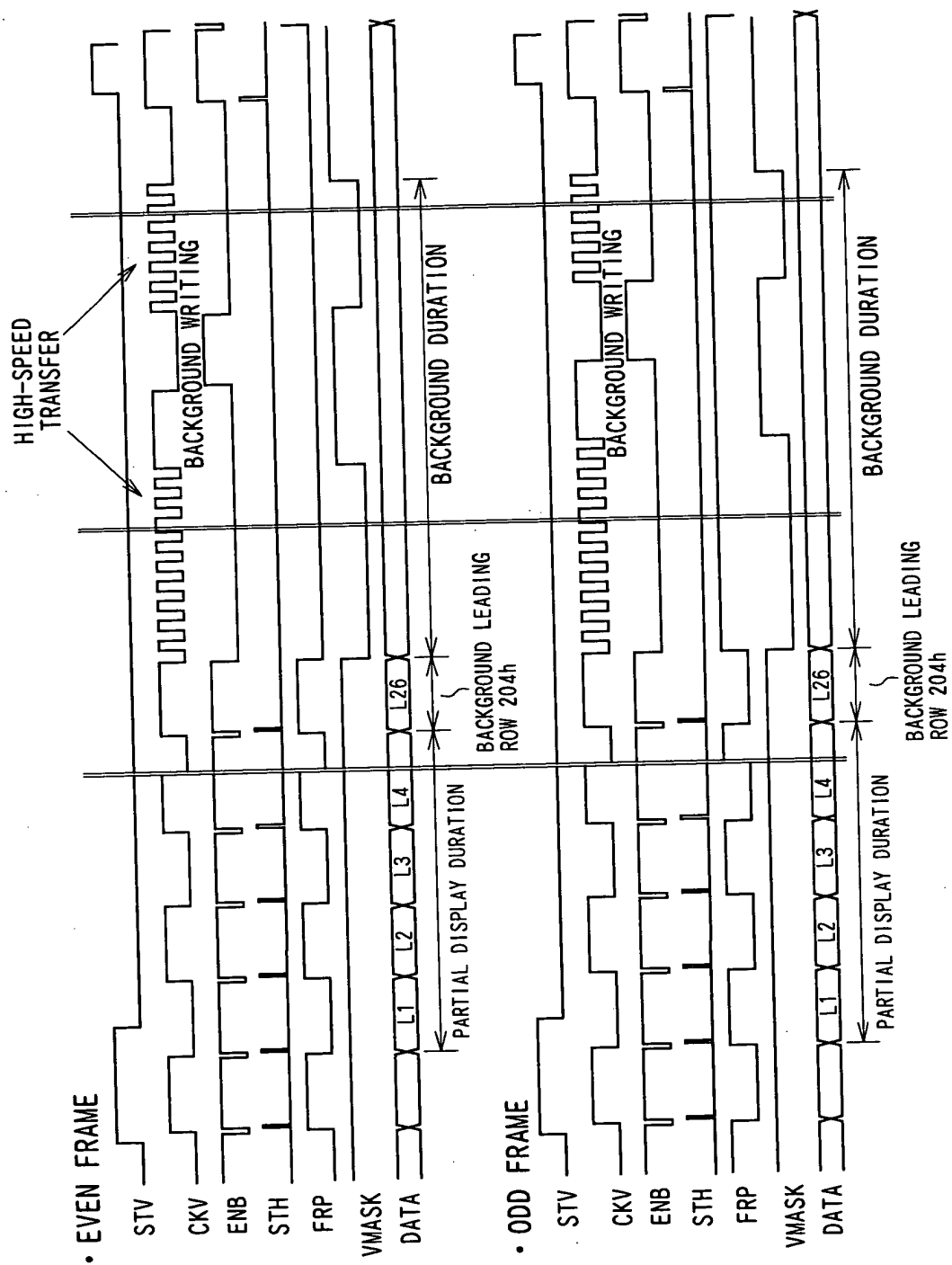


FIG. 23



**FIG. 24**

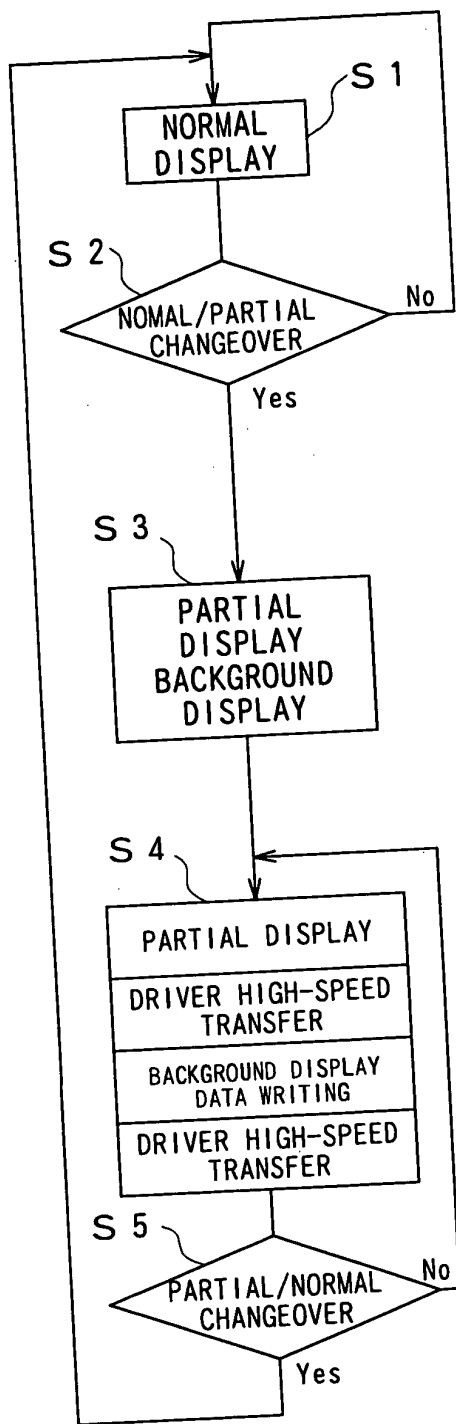


FIG. 25 (d)

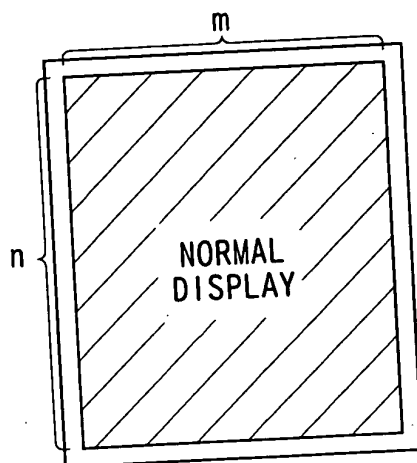


FIG. 25 (a)

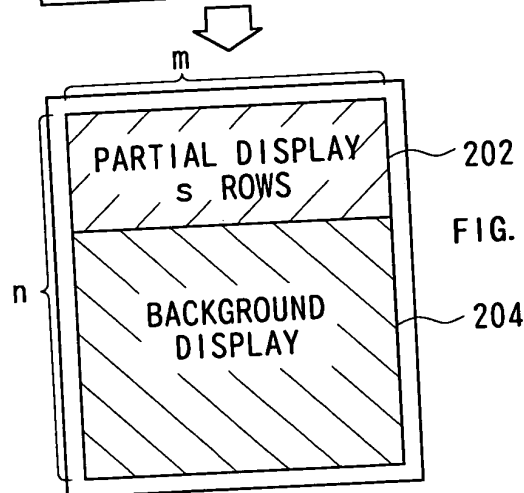


FIG. 25 (b)

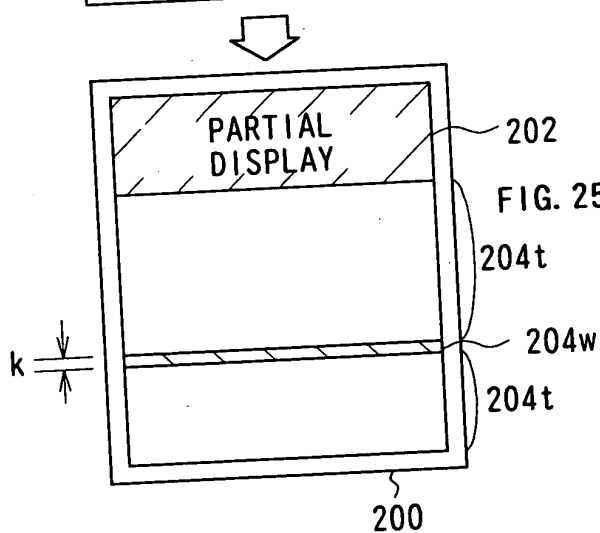


FIG. 25 (c)

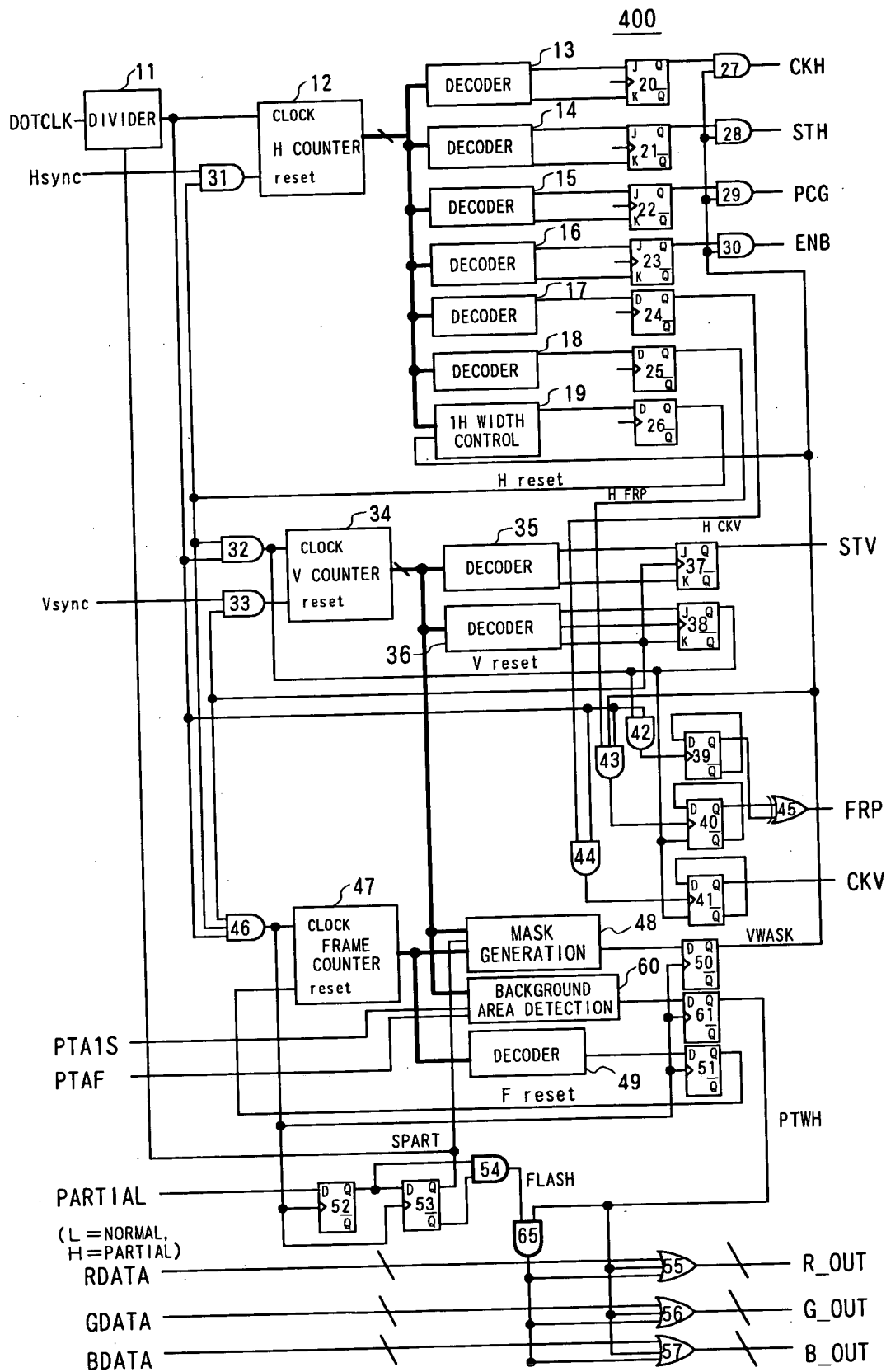


FIG. 26